DANCE

DANCE

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DANCE

DDRMAX2

Dance Dance Revolution

™

DANCE

DANCE

DANCE

KONAMI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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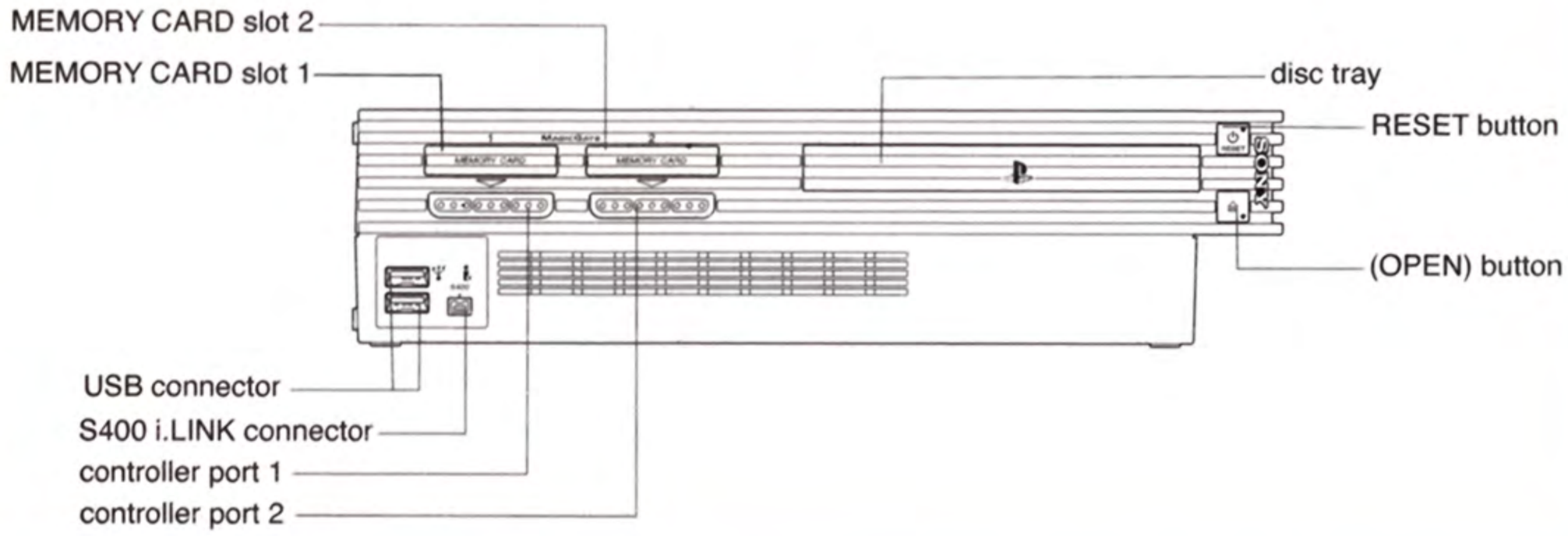
INTRODUCTION

Thank you for purchasing Konami's **DDRMAX2 DANCE DANCE REVOLUTION™**. For best results, we recommend that you read through this manual prior to playing the game. Konami is constantly striving to improve the quality of our products to give our customers the best gaming experiences possible. As a result, there may be some slight differences between versions of the same product, depending on when and where you played the game.

DDRMAX2 DANCE DANCE REVOLUTION™ is an original game product created by KONAMI CORPORATION and Konami Computer Entertainment Tokyo, Inc. The parties reserve, jointly or individually, the copyrights and other intellectual property rights with respect to this game product.

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **DDRMAX2 DANCE DANCE REVOLUTION (DDRMAX2)™** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals as appropriate. Follow on-screen instructions and refer to this manual for information on using this software.

MEMORY CARDS

To save game settings and progress, a memory card (8MB) (for PlayStation®2) is required. Insert the memory card into MEMORY CARD slot 1 (MEMORY CARD slot 2 is not used) of the PlayStation®2 computer entertainment system before starting play. You can load your saved games from the same memory card, or from any memory card (8MB) (for PlayStation®2) containing previously saved **DDRMAX2 DANCE DANCE REVOLUTION (DDRMAX2)™** games. For more information on saving and loading, see page 31.

NOTE: **DDRMAX2 DANCE DANCE REVOLUTION (DDRMAX2)™** uses at least 100KB of memory card data to save each game. Make sure there is enough free space on your memory card before starting play. Do not insert or remove a memory card while saving/loading games or after the power has been turned ON.

USING THE CONTROLLER

BASIC GAME CONTROLS

These buttons control up, down, left and right movements	directional buttons
Up, Cancel	button
Right, Confirm Selection	button
Down, Confirm Selection	button
Left	button
These buttons are used in EDIT MODE. See Page 19, EDIT MODE, for details.	L1, L2, R1, R2 buttons
Cancel	SELECT button
Start Game	START button
Resets the current game and returns to the Title Screen.	START + SELECT buttons

Pressing the SELECT button while pressing the START button during the game will return you to the Title Screen. You can turn the DUALSHOCK®2 analog controller vibrations ON and OFF in the Options Menu. The red mode indicator on the controller will stay unlit regardless of the setting in the Options Window.

USING THE DANCE DANCE REVOLUTION™ CONTROLLER

CAUTIONS (PLEASE READ BEFORE PLAYING)

- Please read the manual included with the DDR Controller in addition to this manual before use.
- The DDR Controller should be used with care to avoid injury. Konami will not be liable for injuries resulting from improper use of the DDR Controller.
- Bare feet should be used to operate the DDR Controller. Do not use with shoes or stocking feet.
- Persons with heart and respiratory problems, physical impairments (such as, but not limited to, back, joint, foot, musculature, and circulatory problems) that limit physical activity, are pregnant, or have been advised by their physician to limit their physical activity should not use the DDR Controller.
- Persons under the influence of alcohol, or drugs that could impair a person's sense of balance, should not use the DDR Controller.
- The DDR Controller should be used on a clean, flat surface. Do not use the DDR Controller on concrete, rock or any surface with sharp or abrasive objects.
- Remove furniture or other objects in proximity to the DDR Controller, and use it in an area with plenty of space, away from walls or windows.
- Keep the DDR Controller away from open flame and other heat sources.
- Do not use the DDR Controller on a wet surface.
- Small children should be monitored at all times when using the DDR Controller.
- The cord for the DDR Controller should be placed properly to avoid risk of tripping persons.
- If two DDR Controllers are being used, make sure the DDR Controllers are far enough apart to avoid injury to players.
- When the DDR Controller is not in use, it should be removed from the playing area and stored properly.
- The DDR Controller is a delicate piece of machinery. Do not dismantle, modify, or intentionally abuse the DDR Controller. Such actions can void your warranty.
- Audio and video disruptions may occur during game play due to floor vibrations. Adjust the location of the DDR Controller to correct this problem.
- Please do not play the game at times when the noise or vibrations may disturb your neighbors.

USING THE DANCE DANCE REVOLUTION™ CONTROLLER

SELECT button: Cancel

START button: Start Game

⊗ button: Confirm Selection

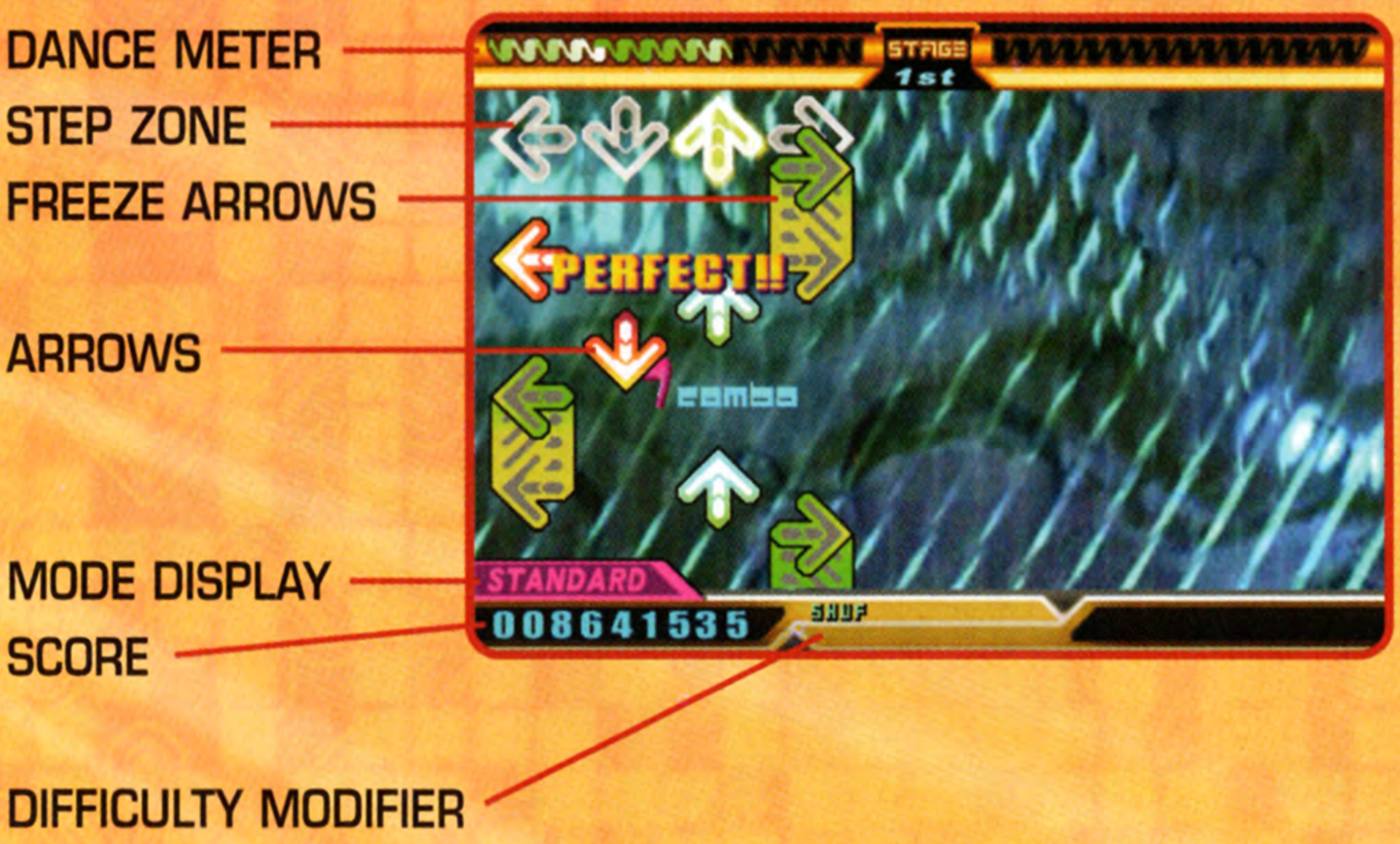
◉ button: Confirm Selection

Directional Arrows: Step on the correct arrows that correspond to the dance steps on the screen. During a freeze arrow, stand on the corresponding arrow through the entire duration of the arrow.

SELECT + START buttons: Resets the current game and returns to the Title Screen.

HOW TO PLAY

DDRMAX2 DANCE DANCE REVOLUTION (DDRMAX2)™ is a game that combines quick reflexes and timing with dance music. All you have to do is press the correct directional buttons or Directional Arrows on the Dance Dance Revolution™ Controller that corresponds to the arrow(s) that appear on-screen. The correct dance arrow must be played when it crosses the permanent arrows inside the Step Zone. The Step Zone for each player is located in the upper part of the screen. Build up your dance meter and continue to the next stage by successfully completing the dance steps. However, if you continue to miss dance arrows, the dance meter level drops. If the meter drops to zero, the game will end.



STARTING THE GAME

After the introductory logos are displayed, the Title Screen will appear. Press the ⊗, ◎ or the START button to bring up the MODE SELECT Screen. Select GAME MODE, WORKOUT MODE, LESSON MODE, TRAINING MODE, EDIT MODE, OPTIONS, RECORDS, INFORMATION or ENDLESS MODE. Enter the selection with the ⊗, ◎ or the START button.

GAME MODE:
This is the main mode for **DDRMAX2™** and is identical to the style of gameplay and difficulty found in the arcade versions.

WORKOUT MODE:
This mode adds fitness goals while counting the number of calories consumed during play. You can also track workout results over a period of time.

LESSON MODE:
This mode enables first-time players of **DDRMAX2™** to learn the basics in a relaxed setting. This is an excellent tutorial that will help you become a pro.

TRAINING MODE:
This mode allows players to practice and master difficult songs.

EDIT MODE:
This mode allows players to create original dance routines to any song. The dance steps can be saved and re-played in **DDRMAX2™**. You can also interchange edit data with songs that exist in **DDRMAX2™**, **DDRMAX™** (sold separately) and **DANCE DANCE REVOLUTION KONAMIX™** (sold separately).

OPTIONS:
This section allows players to configure various settings to their individual tastes.

RECORDS:
This section displays the High Scores for each section.

INFORMATION:
This section contains important information about **DDRMAX2™** and tracks your progress through the game. As you accomplish certain goals and objectives in the game, this section will notify you each time a change to the game has occurred. You may even discover some secrets!

ENDLESS MODE:
This mode allows players to dance to every song in **DDRMAX2™** as one long continuous nonstop mix. This mode will need to be unlocked before you can access it.

GAME MODE

At the MODE SELECT Screen, highlight GAME MODE and press the ⊗, ◉ or the START button to select a play style. Select from SINGLE, VERSUS or DOUBLE play mode and confirm the selection with the ⊗, ◉ or the START button.

SINGLE: One player game.

VERSUS: Two players compete with each other.

DOUBLE: One player uses both the Player 1 and Player 2 controllers.

After the style has been selected, select a difficulty level using the directional buttons. Select from BEGINNER, LIGHT, STANDARD, HEAVY or NONSTOP difficulty and confirm the selection with the ⊗, ◉ or the START button. The NONSTOP difficulty can be accessed by pressing the right directional button after the HEAVY difficulty.

BEGINNER: The easiest difficulty level that has an easy-to-follow on-screen dancer to guide the player. First-time players should start at this level. BEGINNER level does not support the DOUBLE play style.

LIGHT: Default difficulty for each song where dance steps follow normal patterns.

STANDARD: Intermediate difficulty where dance steps follow complex patterns.

HEAVY: Strictly for DDR pros. This is the hardest level of difficulty where dance steps follow insane patterns.

NONSTOP: The ultimate DDR challenge. This difficulty mode presents a new style of gameplay where the player dances to courses of pre-selected songs with no breaks between songs. Players of all skill levels can enjoy this mode. For more information on the NONSTOP MODE, see p. 13.

GAME MODE (GETTING STARTED)

NOTE: The following section refers to BEGINNER, LIGHT, STANDARD and HEAVY difficulty levels only.

1) SELECT MUSIC

After the play style and difficulty level have been selected, the Select Music Screen will appear. Use the left/right directional buttons on the controller or the left/right Directional Arrows on the DDR Controller to cycle through the different songs. A preview of each song will play automatically before a selection is made.

While browsing through different songs, you can access the following additional functions. When all adjustments are made, confirm a song selection with the ⊗ or ◉ buttons.

CHANGE DIFFICULTY

Double-tapping on the up/down directional buttons or up/down Directional Arrows on the DDR Controller will toggle between the BEGINNER, LIGHT, STANDARD, HEAVY and CHALLENGE difficulty settings. CHALLENGE is a special difficulty class (these songs must be unlocked before they appear in GAME MODE). The colors associated with these difficulties are light blue (BEGINNER), yellow (LIGHT), red (STANDARD), green (HEAVY) and purple (CHALLENGE).

Within these difficulty classifications, a foot rating and groove radar rates the difficulty of each song. Understanding these two rating systems is helpful when choosing songs that are appropriate for your skill level.

FOOT RATING

The foot rating scale is the original Dance Dance Revolution™ rating system based on a ten foot scale. The higher number of feet in a song indicates a harder difficulty (1 = easiest, 5 = average, 10 = hardest). The color of the foot rating will change depending on the difficulty level selected.

GROOVE RADAR

The groove radar is a graphical representation of a song's difficulty based on the following five attributes:

STREAM: Overall density in the dance step patterns.

CHAOS: The degree of irregularity/complexity in the step patterns.

FREEZE: The number of freeze arrows in the step patterns.

AIR: The number of jumps (i.e., player's airtime) in the step patterns.

VOLTAGE: The degree of maximum density in the dance step patterns.

Each song is calculated with these five attributes, plotted on a pentagonal chart and graphed. The resulting graph occupies a specific area size on the pentagonal chart. As a general rule, when the overall area size increases, the difficulty of the song increases.

MUSIC SORTING

The default arrangement for songs is sorted by color (green songs = new songs debuting in DDRMAX2™, blue songs = songs that have appeared in previous Dance Dance Revolution™ games, yellow songs = hidden songs (hidden songs must be unlocked before they appear), purple songs = challenge songs that originated in NONSTOP mode (challenge songs must be unlocked before they appear), red songs = secret songs (secret songs must be unlocked before they appear).

By pressing the START button, the songs can be sorted according to default arrangement, alphabetical order by letter (ABC), speed of song (BPM), or player's favorites (BEST). Toggle the different sorting classes by repeatedly pressing the START button.

ACCESS EDIT DATA

By pressing the SELECT button, you can load customized edit data that was previously saved on a memory card (8MB) (for PlayStation®2). Follow the on-screen instructions to load the edit data. After the loading is completed, press the SELECT button to return to the song selection. Songs that have customized edit data are marked with a memory card icon next to the song name. To play the song with the customized edit data, highlight the song and press the SELECT button. The edit file(s) will be available for selection. Confirm the selection with the ⊗ or ◉ buttons. For more information on EDIT MODE, see p. 19.

RANDOM SELECTION

The default arrangement for the song selection features a ROULETTE option. This option will let you choose songs at random. When this option is selected, the song list will cycle continuously until the player stops the spinning process with the ⊗ or ◉ buttons. As the cycling process begins to slow down, pressing the directional buttons or Directional Arrows on the Dance Dance Revolution™ Controller may influence which song is selected. Try using this option to access songs that you have not unlocked yet!

2) DIFFICULTY MODIFIERS

Difficulty modifiers can be selected for each song by pressing and holding down the ⊗ or ◉ buttons when making a song selection. An Options Menu will appear on the screen allowing for various attributes to be adjusted. When playing a two-player game, both players can independently set their own difficulty modifiers at the same time using the same Options Menu. When the desired difficulty modifiers are selected and finalized, highlight EXIT and press the ⊗ or ◉ buttons to exit the menu and begin playing the previously selected song.

Speed: Adjust the scrolling speed of the dance steps by six different speed levels; x1 (default speed), x1.5, x2, x3, x5 and x8. This selection does not affect the playback speed of the music.

Boost: When this option is turned ON, dance steps will gradually accelerate to the designated speed as they are scrolled. The normal default setting is OFF.

Appearance: The appearance of the dance steps during gameplay can be altered as follows:

VISIBLE: Dance steps are fully visible at all times (normal default setting).
HIDDEN: Dance steps will vanish unexpectedly.
SUDDEN: Dance steps will appear unexpectedly.
STEALTH: Dance steps are not displayed on-screen at all.

Turn: The dance step patterns can be rearranged as follows:

OFF: Dance step patterns are not rearranged (normal default setting).
MIRROR: This mode rotates the dance step patterns 180 degrees.
LEFT: This mode rotates the dance step patterns 90 degrees to the left. Not available in Double Mode.
RIGHT: This mode rotates the dance step patterns 90 degrees to the right. Not available in Double Mode.
SHUFFLE: This mode shuffles the dance step patterns so that it appears in a random order. Not available in Double Mode.

Other: Very fine adjustments to the difficulty can be made as follows:

OFF: No fine adjustments to the difficulty (normal default setting).
LITTLE: This mode simplifies the dance step patterns. This is useful in trying to learn songs at harder difficulty levels.
FLAT: All dance steps are displayed in the same color.
SOLO: Dance steps are displayed in the same colors as in SOLO MODE on **DANCE DANCE REVOLUTION KONAMIX™**. When playing a two-player game, if either player selects the SOLO option, the option will apply to both players.
DARK: The Step Zone will not be displayed during gameplay. Players will only see the scrolling dance steps.

Scroll: The scrolling method of the dance steps during gameplay can be adjusted as follows:

STANDARD: Dance steps scroll from the bottom of the screen to the top. This is the default scrolling method.
REVERSE: Dance steps scroll from the top of the screen to the bottom.

Freeze Arrow: The inclusion of freeze arrows in the song's step patterns can be toggled ON/OFF. This setting only affects songs that feature freeze arrows.

Step: The overall difficulty level of the song can be set to BEGINNER, LIGHT, STANDARD, HEAVY or CHALLENGE. Each song does not offer all difficulty classes.

3) BEGIN PLAYING

GAME MODE (NONSTOP MODE)

The NONSTOP MODE contains various courses of pre-selected songs. Most courses offer two different levels of difficulty. Regardless of which course you choose, the songs in that course are played nonstop with no breaks between songs. The NONSTOP MODE is similar to a continuous mix played by a DJ at a local dance club. Select a course by pressing the Left/Right directional buttons on the controller or Left/Right Directional Arrows on the DDR Controller. The difficulty level can be selected by pressing the Up/Down directional buttons on the controller or Up/Down Directional Arrows on the DDR Controller. Unless the course does not allow the use of difficulty modifiers, hold down the ◉ or ⊗ buttons to select difficulty modifiers for the course. For more information on difficulty modifiers, see p. 11. Players of all skill levels can enjoy this mode.

OVERVIEW OF NONSTOP MODE

1) NONSTOP MODE contains different courses with pre-selected songs and pre-selected step patterns. Regardless of which course you choose, the songs are played nonstop with no breaks between songs. Before a course is selected, the song listing will be displayed.

2) Each player has a dance meter that will be carried over through each song.

3) Throughout the entire course, the player must prevent the dance meter from reaching zero. When playing a two-player game, if one of the player's dance meters reaches zero, they can continue playing the course as long as the other player successfully prevents their dance meter from reaching zero. However, the player that has the zero dance meter will receive a failing grade at the conclusion of the course.

4) If the player successfully completes the NONSTOP MODE course, the Results Screen will tabulate the player's overall performance.

5) Courses can be played in SINGLE, VERSUS and DOUBLE play mode.

SCORING OVERVIEW

1) NONSTOP MODE scores the player similar to GAME MODE.

2) Instead of grading each song separately, an overall letter grade is assessed based on your performance throughout the entire course.

3) An evaluation is provided regardless if the player completes the course.

4) The score results from NONSTOP MODE courses will be tracked in the RECORDS section. Keep practicing to improve your scores.

NONSTOP ORDER

In the NONSTOP MODE course selection screen, there are three courses marked ORDER 1, ORDER 2 and ORDER 3. These courses will let you create your own NONSTOP MODE courses.

CREATING A COURSE

1) Select ORDER 1, ORDER 2 or ORDER 3 and press the ◉ button to begin customizing your course in the Order Course screen.

2) In the lower left corner, the course list is displayed. Move the cursor to the stage you wish to customize by pressing the Up/Down directional buttons on the controller or the Up/Down Directional Arrows on the DDR Controller.

3) Select the music for each stage by pressing the Left/Right directional buttons on the controller or the Left/Right Directional Arrows on the DDR Controller.

4) You can sort the music by pressing the START button.

5) You can also set difficulty modifiers, such as song difficulty, for each stage by pressing the ⊗ button.

6) Each nonstop course can be up to 20 stages in length. If you want a shorter length, press the SELECT button on your last selected stage.

7) When finished making all selections and adjustments, press the ◉ button to return to NONSTOP MODE.

8) Press the ⊗ button to begin playing your customized course.

9) When using a memory card (8MB) (for PlayStation®2), your customized courses are saved. You can replay them again or readjust them at any time.

WORKOUT MODE

DDRMAX2™ provides a great workout that boosts your strength and endurance while building muscle tone. In the Workout Mode, you can attach a personal fitness goal while playing the game. This mode tracks how many calories you have burned. All you have to do is set your weight and the type of workout.

When you access the Workout Mode, the game will prompt you for a memory card (8MB) (for PlayStation®2). Using a memory card (8MB) (for PlayStation®2) will save your workout progress and personal data. You can also access advanced functions, such as graphing your workout results over a period of time. If you wish to play the Workout Mode without loading or using a memory card (8MB) (for PlayStation®2), simply cancel the load when prompted on the screen.

WEIGHT:
Enter your weight (the default measurement is pounds "lbs").

MENU:
Choose between NO SETTING (just workout by playing), CALORIES BURNED (concentrate on burning a specific amount of calories by playing), PLAY TIME (concentrate on working out for a specified amount of time) or PROGRAM (play pre-selected workout course routines or customize your own workout program similar to NONSTOP MODE) fitness goal.

GOAL:
Depending on the fitness goal selected, the GOAL setting will change.

WORKOUT STEP:
When the WORKOUT STEP is turned ON, the step patterns of the songs will be easier. This setting is designed to provide a low-impact aerobic workout.

DATE:
If you wish to track date information, input the correct date. If you are using a memory card (8MB) (for PlayStation®2), you can access a workout diary to track your results over a period of time.

OK:
When you are finished making adjustments, highlight OK and press the ⊗

or the START button to begin selecting songs.

1) SELECT SONGS:
As a general rule, songs with faster tempos are more complicated and will give you a greater workout than songs with slower tempos. If you are using a PROGRAM, you will select courses rather than songs.

2) WORKOUT RESULTS:
At the conclusion of your individual song workout or your workout program, the results are tabulated on a special screen. The remaining workout goal is displayed in the upper left corner (when playing on two-player side, the information is displayed in the upper right corner). In addition, the following information is tracked while you workout:

STATISTICAL DATA:
CALORIES BURNED: The amount of calories burned on each song.

ACCUMULATION: The total amount of calories burned in the current workout.

OVERALL ACCUMULATION: When using a memory card (8MB) (for PlayStation®2), you can see the total calories you have burned throughout all workout programs.

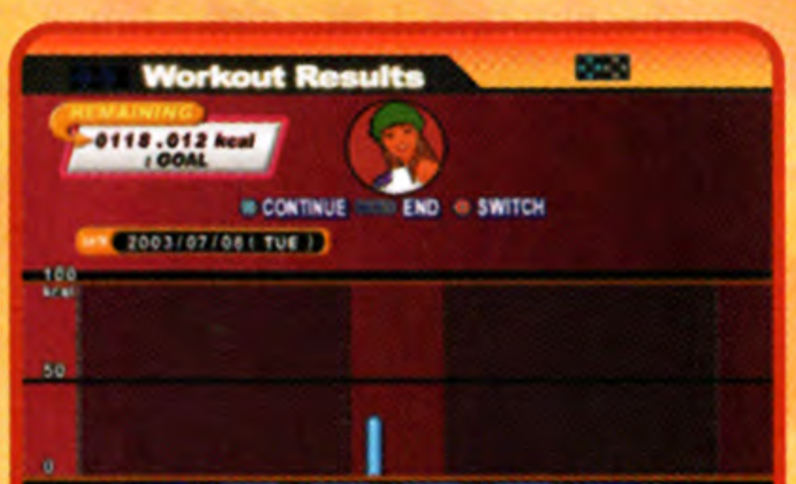
OVERALL AVERAGE: When using a memory card (8MB) (for PlayStation®2), you can see the total average calories you have burned throughout all workout programs.

COMPARATIVE DATA:
JOGGING: Your workout results will be converted into the equivalent of Jogging.

JUMPING ROPE: Your workout results will be converted into the equivalent of Jumping Rope.

SWIMMING: Your workout results will be converted into the equivalent of Swimming.

NOTE: Pressing the ◉ button during the Workout Results Screen will bring up other statistical and graphical data regarding your workout. Follow the on-screen instructions and commands for additional assistance.



LESSON MODE

The Lesson Mode is your first step in becoming a professional **DDRMAX2 DANCE DANCE REVOLUTION™** player. This easy-to-use tutorial will teach you valuable **DDRMAX2 DANCE DANCE REVOLUTION™** techniques while helping you learn the basic, intermediate and advanced dance steps. Even if you are not a beginner, there are many techniques that you can learn in the Lesson Mode to improve your performance on harder songs.

1. There are eight sections in each of the three lessons.
2. As you play each section of a lesson, a check mark is placed next to that section indicating that you have practiced that lesson.
3. If the on-screen lesson instructor believes you have passed that section, the check mark will become a crown.
4. After you have collected crowns for sections 1-7, you will be able to practice section 8. Section 8 is the final test in each lesson and covers all the techniques and skills you learned in sections 1-7.
5. Move onto the next lesson after passing all sections in the previous lesson.

When you have mastered all of the lessons, you will be prepared to take on the BEGINNER or LIGHT level of difficulty in Game Mode. Press the SELECT button to exit Lesson Mode.

TRAINING MODE

The Training Mode is designed to help you practice any songs featured in **DDRMAX2™**. This mode is especially useful when learning harder songs at higher difficulty levels. You can practice the entire song or concentrate on a specific portion of a song that gives you the most trouble.

TRAINING MENU SETTINGS:

MUSIC SELECT: Select the song you wish to practice. The song that is currently displayed on the screen will be the song you will practice.

PLAYER: Select from SINGLE, VERSUS or DOUBLE.

STEP: Select BEGINNER, LIGHT, STANDARD, HEAVY or CHALLENGE difficulty. Each song does not offer all difficulty classes.

ASSIST: This setting helps you learn the timing and rhythm needed to hit the arrows correctly by using handclaps or a metronome as your guide. There are six different assist functions in total.

MUSIC SPEED: Use this setting to change the tempo of the songs. There are five settings available, with 5 being the default regular speed.

SELECT OPTION: Adjust the following difficulty modifiers:

Speed: Choose from x1, x1.5, x2, x3, x5 or x8 (refer to Game Mode p.11 for more information).

Boost: Choose from ON or OFF (refer to Game Mode p.11 for more information).

Appearance: Choose from VISIBLE, HIDDEN, SUDDEN, or STEALTH (refer to Game Mode p.11 for more information).

Turn: Choose from OFF, LEFT, MIRROR, RIGHT, or SHUFFLE (refer to Game Mode p. 11 for more information).

Other: Choose from OFF, LITTLE, FLAT, SOLO or DARK (refer to Game Mode p. 12 for more information).

Scroll: Choose from STANDARD or REVERSE (refer to Game Mode p. 12 for more information).

Freeze Arrow: Choose from ON or OFF (refer to Game Mode p. 12 for more information).

FIRST BAR: When practicing a portion of a song, use this setting to choose the starting point.

LAST BAR: When practicing a portion of a song, use this setting to choose the ending point.

START: Use this command to start playing the sequence marked by the First Bar and Last Bar settings. Before starting, you can use the left and right directional buttons to change the range of the sequence to be played. Begin playing by pressing the START, ◉ or ⊗ buttons.

Left directional button: Play the entire song from start to finish.

Right directional button: Play the portion of the song identified by the Bar Start and Bar End settings.

EDIT: Load data created in EDIT MODE so you can practice your own creations.

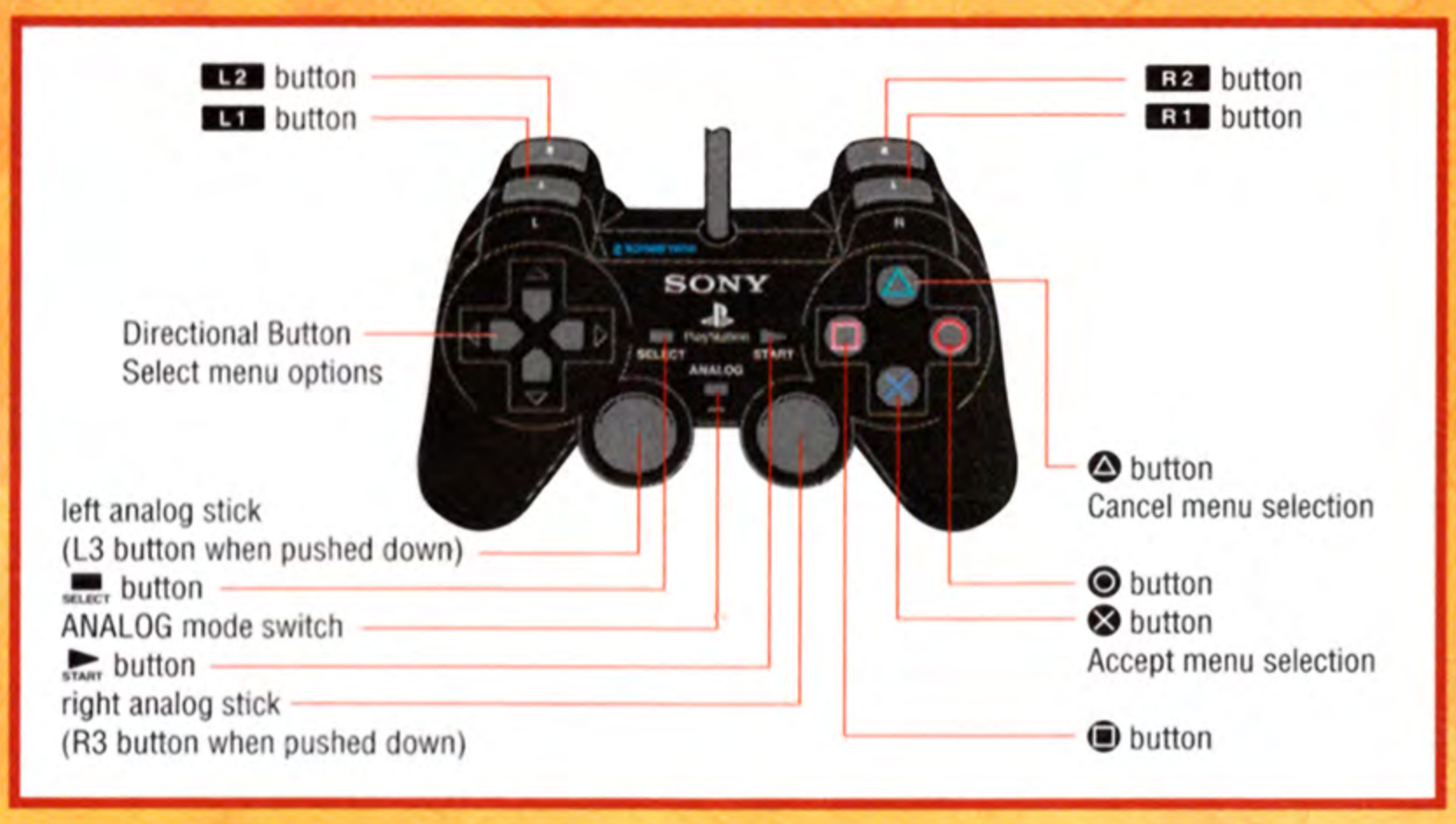
EXIT: End Training Mode.

EDIT MODE

EDIT MODE enables you to create a custom designed dance routine for any song featured in **DDRMAX2™**. Dance routines can be saved to a memory card (8MB) (for PlayStation®2) for future playback or editing. Additionally, the dance routines can be used in Game Mode and Training Mode. If the same song exists on **DDRMAX2™**, **DDRMAX™** and **DANCE DANCE REVOLUTION KONAMIX™**, you can interchange the edit data on both games (refer to Using Edit Data in **DDRMAX2™/DDRMAX™/ DANCE DANCE REVOLUTION KONAMIX™** p. 28 for more information).

NOTE: A DUALSHOCK®2 analog controller is required when creating edit data in EDIT MODE.

CONTROLS:



L1 button: Change cursor's moving units. Red: 1/4th unit, Blue: 1/8th unit, Yellow: 1/16th unit.

Green: 1/12th unit (1/12th units can not be selected unless activated in Sequence Menu first).

L2 button: Places area mark. Placing two marks in different sections determines the editable area. Hold down the button to erase all area marks.

R1 button: Press to quickly scroll through the sequence.

R2 button: Displays the Area Menu.

⬆/⬇ directional button: Scroll sequence data / Change items in the Select Menu / Places or deletes corresponding arrows during recording.

⬅/➡ directional button: Switch between 1P side or 2P side / Switch menus / Changes the menu select content / Places or deletes corresponding arrows during recording.

SELECT button: Access Sequence Menu.

START button: Begin recording. Hold down to stop the recording session.

△ button: Places ⬆ arrows / Deletes ⬆ arrows that already exist / Cancels command selection.

□ button: Places ← arrows / Deletes ← arrows that already exist.

○ button: Places → arrows / Deletes → arrows that already exist / Confirms command selection.

✕ button: Places ↓ arrows / Deletes ↓ arrows that already exist / Confirms command selection.

ANALOG mode button: Enables the use of left/right analog sticks.

left analog stick: Increases scroll speed in the sequence (red mode indicator should be lit).
right analog stick: Changes width of the sequence (red mode indicator should be lit).

MAIN MENU

New Data: Create a new edit file.

Load: Load edit data saved in the Edit Library.

Library Manager: Manage edit data saved in the Edit Library.

Outside Manager: Manage edit data that is saved outside of the Edit Library on the memory card (8MB) (for PlayStation®2), such as edit data files from **DANCE DANCE REVOLUTION KONAMIX™**.

Guide: View an on-screen tutorial about controls in EDIT MODE.

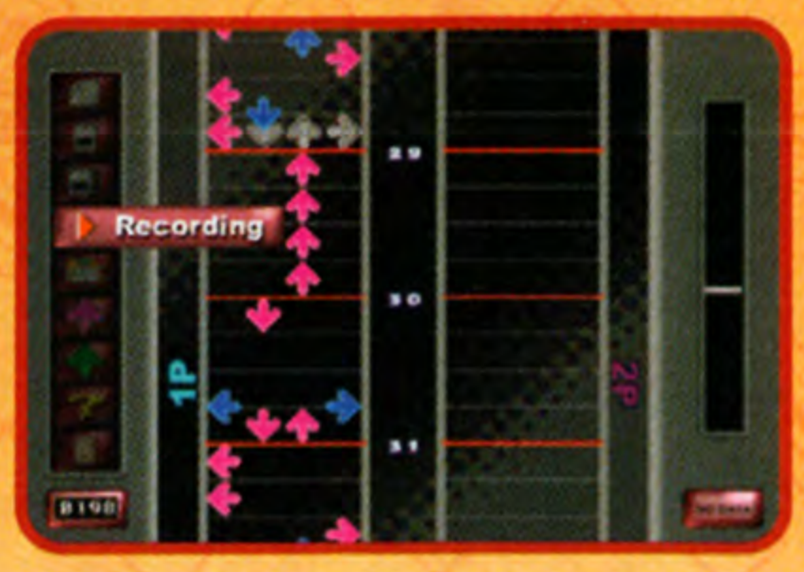
Exit: End EDIT MODE and return to the Main Menu.

EDIT LIBRARY (GETTING STARTED)

In order to use EDIT MODE and create edit data files, an Edit Library is required. The Edit Library is a convenient organizational/management system of all edit data files stored on the memory card (8MB) (for PlayStation®2). The Edit Library is created on a memory card (8MB) (for PlayStation®2) the first time the EDIT MODE is accessed. Only one Edit Library can be created per memory card (8MB) (for PlayStation®2). Within the Edit Library, up to five different Edit Library folders can be created. Each folder can contain a maximum of 30 different edit data files (for a total of 150 edit data files). Additionally, edit data can be transferred and exported using the Input/Output functions. Review the sections on Library Manager and Outside Manager on pp. 24-28 for further information.

EDIT MENU:

New Data: Create a new edit file. A memory card (8MB) (for PlayStation®2) is needed to save files.



Save & Load: Open menu to save and load files.

Quick Save: Quickly saves any changes/modification to the currently saved file.

Recording: Accesses Recording Option Menu / While in the work area, press the START button to begin recording.

The following settings can be changed in the Recording Option Menu:
PLAY TYPE: Select from WATCH, OVER INPUT, SAVE INPUT, JUDGE 1 and JUDGE 2.

REPEAT: Set loop play ON/OFF.

SPEED: Select the desired playback speed from 1-5 (1 slowest/5 regular).

INPUT SE: Turn the sound effect for entering/erasing an arrow during recording ON/OFF.

FILTER BRIGHT: Adjusts how much of the Edit Screen is viewed during playback of a song (only available on JUDGE 2 setting).

OPTIONS:
INPUT TYPE: You can set whether the cursor stays in place (KEEP) or moves to the next line after placing an arrow (NEXT).

BGM: Turns background music ON/OFF during editing.

ICON EXPL: Turns Edit Menu icon explanation ON/OFF.

STATUS: View information on the current file, such as the song name and total number of steps.

Library Manager: Manage edit data saved in the Edit Library. The Library Manager offers many different functions for edit data files, such as copying, renaming, moving, saving, and erasing. Additionally, edit files can also be outputted to the Outside Manager. Refer to Library Manager p. 24 for more information.

Outside Manager: Manage edit data that is saved outside of the Edit Library on the memory card (8MB) (for PlayStation®2), such as edit data files from **DANCE DANCE REVOLUTION KONAMIX™**. Additionally, edit files can also be inputted to the Library Manager. Refer to Outside Manager p. 27 for more information.

Guide: View an on-screen tutorial about controls in EDIT MODE.

Exit: End EDIT MODE and return to the Main Menu.

AREA MENU (R2 Button):

COPY: Copies the selected area to the Clipboard. The Clipboard stores data temporarily in memory for pasting (see PASTE).

PASTE: Places the data stored on the Clipboard beginning at the cursor.

CUT: Deletes the selected area and temporarily stores the data in memory for pasting (see PASTE).

UNDO: Immediately after RECORDING, up to three previous operations/tasks can be undone. This allows you to correct your mistakes.

DELETE: All arrows in the selected area will be deleted. Clipboard data will not be deleted unless new data is copied to the Clipboard.

REVERSE: Arrows in the selected area will be rearranged by the following options:

MIRROR: All arrows (▲/▼/◀/▶) will be reversed.

UP/DOWN: Only ▲/▼ arrows will be reversed.

LEFT/RIGHT: Only ◀/▶ arrows will be reversed.

QUANTIZE: This function is helpful in adjusting the placement of the arrows with the timing of the music. Arrows can automatically be matched to fit the 4th, 8th, or 12th note. Additionally, you can delete all 1/8, 1/12, and 1/16 units by selecting LITTLE from the Quantize menu.

NOTE: Most commands cannot be used until two area marks have been set.

SEQUENCE MENU (Select Button):

PLAYER: Three different types can be set while editing (SINGLE, COUPLE and DOUBLE).

ZOOM: Set the view magnification to OFF, 2X or 4X. When TRIPLE is set to "ON," the ZOOM is OFF, 2X or 3X.

TRIPLE: Record arrows in 12th note positions. 12th note arrows cannot be arranged into tempos outside of 12th note timing.

FREEZE ARROW: Turn the option to enter freeze arrows ON/OFF during recording. When this option is set to ON, regular arrows cannot be placed in the edit file.

The length of the freeze arrow can be adjusted by aligning the cursor at the beginning point of the freeze arrow and holding down the corresponding arrow input button (△, ○, ✕, □) while pressing the up/down directional button.

To delete a freeze arrow, hold down the corresponding arrow input button (△, ○, ✕, □) while pressing the up/down directional button from the beginning to the end of the freeze arrow. Freeze arrows can also be deleted by positioning the cursor in between the beginning and end of the freeze arrow and pressing the corresponding arrow input button (△, ○, ✕, □).

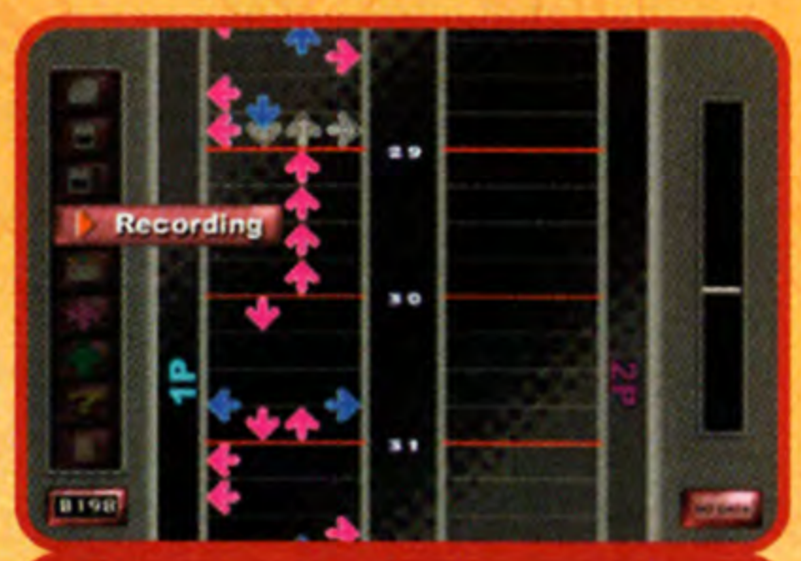
NOTE: To input a freeze arrow when not recording, hold down the desired arrow input button (△, ○, ✕, □) and wait until the arrow color turns bright green. Continue holding the desired arrow input button (△, ○, ✕, □) and press the up/down directional button to adjust the desired length of the freeze arrow.

WORK AREA: Two types of step arrangement can be selected. NORMAL (1P and 2P sides are divided) and DOUBLE (1P and 2P sides are combined).

ARROW: Change the type of arrow displayed.

GETTING STARTED (EDIT MODE)

1) After accessing the EDIT MODE for the first time, an Edit Library is created on a memory card (8MB) (for PlayStation®2).
2) Select NEW DATA.
3) Select a song.
4) Select a play style (Single, Couple, Double).
5) Decide if Konami sample data will be used (If YES is selected, the game will import the song's default step patterns to get you started with the re-editing process).
6) Begin placing arrows to create a new edit.
7) Save the edit data by selecting Save & Load from the Edit Menu.



8) Choose an empty slot in the Edit Library folders to save the data.
9) Create a name for the edit data file.
10) Saved edit data can be re-edited after loading the data (Select Load from the EDIT MODE Main Menu).
11) When re-editing a previously loaded file, the QUICK SAVE function will overwrite the existing data and store any changes/updates to the file.
12) Once a saved edit data file is ready for use, the edit data can be played in other sections of the game, such as GAME MODE and TRAINING MODE.

13) Edit data must be saved in the Library Manager before it can be used in GAME MODE or TRAINING MODE.

14) Edit data saved in the Outside Manager cannot be used until the files are inputted and saved in the Library Manager. Refer to Outside Manager p. 27 for more information.

LIBRARY MANAGER

The Library Manager organizes all edit data files and offers many different functions for managing the edit data.

1) The Library Manager organizes 30 different edit data files saved on the memory card (8MB) (for PlayStation®2) in a Folder. A maximum of Five different Folders can be created (for a total of 150 edit data files).

2) To access Library Manager functions on any edit data file, highlight the appropriate edit data file and press the ◉ or ⊗ buttons twice. The Library Manager Menu will appear. Refer to Library Manager Menu p. 24 for more information.

3) When there is more than one Folder, switch between Folders using the L1 and R1 buttons. Subsequently, Folders can be deleted by selecting "FOLDER DELETE" on the desired Folder that is to be removed.

4) It is possible to COPY and CHANGE edit data files in different Folders. For example, data saved in the 12th spot of Folder 1 can be exchanged with data saved in the 25th spot of Folder 5.

5) Whenever a change occurs in the Edit Library, the adjustments must be saved on the memory card (8MB) (for PlayStation®2) in order for the changes to become permanent. Exiting the EDIT MODE without saving the changes may result in loss of work/data.

LIBRARY MANAGER MENU

COPY (creates duplicate edit data files)

1) After choosing an edit data file, open the Library Manager Menu and select COPY from the menu using the ◉ or ⊗ buttons.

2) Select an empty position in the Folder to copy the data. Data is successfully copied as long as data with the same name does not already exist in the Folder. If there is already data with the same name, save the edit data file under a different name.

RENAME (renames edit data files)

1) After choosing an edit data file, open the Library Manager Menu and select RENAME from the menu using the ◉ or ⊗ buttons.
2) Confirm that you wish to rename the file and adjust the file name accordingly on the RENAME Screen.
3) When you are finished adjusting the name, select "END" from the RENAME Screen and confirm the name change.
4) The name cannot be changed to a name that already exists.

CHANGE (moves/exchanges edit data files to a different position)

1) After choosing an edit data file, open the Library Manager Menu and select CHANGE from the menu using the ◉ or ⊗ buttons.
2) Select an empty or filled position in the Folder.
3) Data is successfully moved/exchanged as long as data with the same name does not already exist. If there is already data with the same name, the edit data file must be renamed first.
4) For easier convenience, files can be moved/exchanged without accessing the CHANGE function.

   a. Highlight the edit data file and press the ◉ or ⊗ buttons to select the data.

   b. Highlight the empty or filled position in the Folder and press the ◉ or ⊗ buttons.

   c. The edit data file is moved/exchanged.

OUTPUT (reformats edit data files and outputs them to the Outside Manager)

1) After choosing an edit data file, open the Library Manager Menu and select OUTPUT from the menu using the ◉ or ⊗ buttons.
2) Data is successfully outputted as long as data with the same name does not already exist in the Outside Manager. If there is already data with the same name, the data must be renamed before outputting.
3) Outputted data is organized in the Outside Manager and stored on the memory card (8MB) (for PlayStation®2) in the original PlayStation® memory card format.
4) This process enables you to use edit data files created in **DDRMAX2™** with **DANCE DANCE REVOLUTION KONAMIX™**. Refer to Using Edit Data in **DDRMAX2™/DDRMAX™/DANCE DANCE REVOLUTION KONAMIX™** p. 28 for more information.

NOTE: This feature only works with the same songs that exist in each game.

DELETE (removes edit data files)

1) After choosing an edit data file, open the Library Manager Menu and select DELETE from the menu using the ◉ or ⊗ buttons.

2) An on-screen message will prompt you to confirm the file deletion. Please be sure that the correct data has been selected before deleting.

3) If you accidentally delete the incorrect file, you can still retrieve the original file as long as you have not saved the changes to the Edit Library. Exit EDIT MODE and re-enter EDIT MODE to load the memory card (8MB) (for PlayStation®2).

SAVE (saves changes to the Edit Library)

1) Whenever a change occurs in the Edit Library, the adjustments must be saved on the memory card (8MB) (for PlayStation®2) in order for the changes to become permanent. Exiting the EDIT MODE without saving the changes may result in loss of work/data.

2) Updates and changes to the Edit Library can be saved by accessing the Library Manager Menu or by selecting "SAVE" on the main Library Manager Screen.

CANCEL (closes Library Manager Menu)

1) Selecting CANCEL from the Library Manager Menu will close the menu and return to the main Library Manager Screen.

OTHER LIBRARY MANAGER FUNCTIONS

FOLDER CREATE (creates new Folders)
Use the L1 and R1 buttons to switch from the existing Folder to a NEW FOLDER Screen. Select FOLDER CREATE on the screen menu to create a new Folder.

FOLDER DELETE (removes existing Folders)
Use the L1 and R1 buttons to switch from the existing Folder to the desired Folder that you want to remove. Select FOLDER DELETE on the screen menu to delete the appropriate Folder. Any edit data files stored in the Folder will also be deleted.

NOTE: It is not possible to delete a folder in Library Manager when only one Folder exists. If you wish to delete this folder, access the PlayStation®2 console browser for the memory card (8MB) (for PlayStation®2) and delete the Edit Library data file from there. However, the next time you access EDIT MODE, the game will create a new Edit Library.

OUTSIDE MANAGER

The Outside Manager organizes all edit data files that were outputted from the Library Manager or edit data files that are stored on the memory card (8MB) (for PlayStation®2) in the original PlayStation® memory card format.

1) The Outside Manager organizes edit data files saved on the memory card (8MB) (for PlayStation®2).

2) 20 different edit data files can be displayed on one list. Use the L1 and R1 buttons to switch between lists. The maximum number of lists and edit data files depends on the amount of available space on your memory card (8MB) (for PlayStation®2).

3) To access Outside Manager functions on any edit data file, highlight the appropriate edit data file and press the ◉ or ⊗ buttons. The Outside Manager Menu will appear. Refer to Outside Manager Menu p. 27 for more information.

4) Whenever a change occurs in the Edit Library, the adjustments must be saved on the memory card (8MB) (for PlayStation®2) in order for the changes to become permanent. Exiting the EDIT MODE without saving the changes may result in loss of work/data.

OUTSIDE MANAGER MENU

INPUT (reformats edit data files and inputs them to the Library Manager)

1) After choosing an edit data file, open the Outside Manager Menu and select INPUT from the menu using the ◉ or ⊗ buttons.

2) Data is successfully inputted as long as data with the same name does not already exist in the Library Manager. If there is already data with the same name, the data must be renamed before inputting.

3) Inputted data is saved temporarily into the Edit Library. After inputting the data, save the adjustments on the memory card (8MB) (for PlayStation®2) in order for the changes in the Edit Library to become permanent.

4) This process enables you to use edit data files created in **DANCE DANCE REVOLUTION KONAMIX™** in **DDRMAX2™**. Refer to Using Edit Data in **DDRMAX2™/DDRMAX™/DANCE DANCE REVOLUTION KONAMIX™** p. 28 for more information.

NOTE: This feature only works with songs that exist in both games.

RENAME (renames edit data files)

1) After choosing an edit data file, open the Outside Manager Menu and select RENAME from the menu using the ◉ or ⊗ buttons.
2) Confirm that you wish to rename the file and adjust the file name accordingly on the RENAME Screen.
3) When you are finished adjusting the name, select "END" from the RENAME Screen and confirm the name change.
4) The name cannot be changed to a name that already exists.

OTHER OUTSIDE MANAGER FUNCTIONS

STATUS ON/OFF (displays information on edit data files)

Set the STATUS to ON to view the song name and play style information of the highlighted edit data file. It may take a brief moment for the information to be displayed when there is many edit data files stored in the Outside Manager.

Set the STATUS to OFF to display the data name only. This reduces the time required to read each edit data file and allows for faster loading times.

USING EDIT DATA IN DDRMAX2™/DDRMAX™/ DANCE DANCE REVOLUTION KONAMIX™

DDRMAX2™ can share edit data files with **DDRMAX™** and **DANCE DANCE REVOLUTION KONAMIX™** and vice-versa by utilizing the INPUT and OUTPUT functions offered in the Library Manager and Outside Manager (in EDIT MODE).

The following instructions will help you share/transfer/use edit data created in these games. The process is slightly different depending on which game created the original edit date file.

DDRMAX2™ => DANCE DANCE REVOLUTION KONAMIX™

To use edit data created in **DDRMAX2™** with **DANCE DANCE REVOLUTION KONAMIX™**, refer to the following instructions:

1) Access the Library Manager (in EDIT MODE) and OUTPUT the selected data to your memory card (8MB) (for PlayStation®2).
2) Copy the edit data from the memory card (8MB) (for PlayStation®2) to a PlayStation® game console memory card by using the PlayStation®2 console browser screen.

3) You can now use the copied edit data in **DANCE DANCE REVOLUTION KONAMIX™**.

4) Refer to the **DANCE DANCE REVOLUTION KONAMIX™** instruction booklet for more information on using edit data.

NOTE: This function only works with songs that exist in both games.

DANCE DANCE REVOLUTION KONAMIX™ => DDRMAX2™

To use edit data created in **DANCE DANCE REVOLUTION KONAMIX™** with **DDRMAX2™**, refer to the following instructions:

1) Copy the edit data from the PlayStation® game console memory card to the memory card (8MB) (for PlayStation®2) by using the PlayStation®2 console browser screen.

2) Access Outside Manager (in EDIT MODE) and INPUT the edit data from the memory card (8MB) (for PlayStation®2) into the Edit Library.

3) You can now use the copied edit data in **DDRMAX2™**.

4) Refer to Using Edit Data in **DDRMAX2™** p. 30 for more information.

NOTE: This function only works with songs that exist in both games.

DDRMAX2™ => DDRMAX™

To use edit data created in **DDRMAX2™** with **DDRMAX™**, refer to the following instructions:

1) Access the Library Manager (in EDIT MODE) and OUTPUT the selected data to your memory card (8MB) (for PlayStation®2).

2) You can now use the outputted edit data in **DDRMAX™**.

NOTE: This function only works with songs that exist in both games.

DDRMAX™ => DDRMAX2™

To use edit data created in **DDRMAX™** with **DDRMAX2™**, refer to the following instructions:

1) Access Outside Manager (in EDIT MODE) and INPUT the edit data from the memory card (8MB) (for PlayStation®2) into the Edit Library.

2) You can now use the inputted edit data in **DDRMAX2™**.

NOTE: This function only works with songs that exist in both games.

USING EDIT DATA IN DDRMAX2™

GAME MODE

The Edit Library must be loaded at the Song Selection Screen before edit data files can be used in Game Mode.

1) Press the SELECT button at the Song Selection Screen and choose FOLDER SELECT with the ◉ or ⊗ buttons.
2) Choose the appropriate Folder to load with the ◉ or ⊗ buttons.
3) Confirm/cancel loading the appropriate Folder.
4) When the loading is completed, press the SELECT button to return to the Song Selection Screen.
5) Songs that have edit data files are identified with a special orange memory card icon.
6) Highlight the appropriate song you wish to play and press the SELECT button to choose the edit data.
7) Confirm the song selection with the ◉ or ⊗ buttons. Hold down the ◉ or ⊗ buttons to access difficulty modifiers.

TRAINING MODE

Follow these instructions to use edit data in Training Mode:

1) At the Training Mode Menu, highlight "Edit" and press the ◉ or ⊗ buttons to access the Library Manager.
2) Highlight the appropriate edit data file and press the ◉ or ⊗ buttons to select the file.
3) Confirm/cancel loading the edit data.
4) When the loading is completed, the edit data file will be ready for practice in the Training Mode.
5) All Training Mode adjustments can be made prior to practicing the song. Refer to Training Mode p.17 for more information.

OPTIONS

The Options Mode contains a variety of settings that you can configure to suit your personal tastes. Press the up/down directional buttons to cycle through the desired options and press the left/right directional buttons to change settings. After all settings have been adjusted, highlight Exit and press the ⊗ or ◎ buttons to confirm the settings and return to the previous menu. Cancel a selection with the SELECT button. Refer to the on-screen instructions for further information.

The following are options available in the Options Menu:

SOUND OPTIONS: Adjust sound settings.

CONTROLLER SETTINGS: Vibration settings, Double Play controller settings, and Dance Dance Revolution™ Controller settings.

SAVE/LOAD: Save/Load/Auto Save system data settings.

GAME OPTIONS: Adjust game settings.

GRAPHIC OPTIONS: Adjust graphic settings.

WORKOUT OPTIONS: Adjust workout settings.

DANCER OPTIONS: Adjust the appearance of character dancers in the background during gameplay. This option must be unlocked before it will appear.

EXIT: Return to MODE SELECT Screen.

RECORDS

In this section, you can see the High Scores obtained in GAME MODE (Letter Grade, Maximum Number of Combinations, Stage Score), High Scores obtained in NONSTOP MODE (Letter Grade, Maximum Number of Combinations, Stage Score), High Scores obtained in ENDLESS MODE (Top Stage Scores, Maximum Number of Combinations, Maximum Number of Stages), your total cumulative Workout Results (Cumulative Calories Burned, Number of Songs Played, Average Calories Burned, Jogging Equivalent, Jumping Rope Equivalent, Swimming Equivalent), and your Workout Diary. Follow the on-screen instructions and menus to access additional information.

INFORMATION

This section contains important information about **DDRMAX2™** and tracks your progress through the game. As you accomplish certain goals and objectives in the game, this section will notify you each time a change to the game has occurred. You may even discover some secrets!

NOTE: When new information is available, the word "NEW" will appear on the MODE SELECT Screen next to the word "INFORMATION." Additionally, the word "NEW" will appear inside the INFORMATION section next to any item that has not been read by the player.

ENDLESS MODE

Endless Mode lets you play all of the songs in **DDRMAX2™** as one super long continuous nonstop mix. This is the ultimate dance-a-thon and a real test of your dancing skills, endurance and physical stamina. Endless Mode is designed for 1-player only.

SETTING UP THE ENDLESS MODE

REGULATION: When regulation is set to ON, the Endless Mode will not use any difficulty modifiers and will offer a break stage after every five songs played. If regulation is set to OFF, you can customize the Endless Mode to your individual taste.

PLAYER: Select from Single or Double play style.

LEVEL: Set the difficulty level of the songs in Endless Mode to RANDOM, BEGINNER, LIGHT, STANDARD, HEAVY or CHALLENGE.

SPEED, BOOST, APPEARANCE, TURN, OTHER, SCROLL and FREEZE ARROW are all difficulty modifiers that can be set when regulation play is set to OFF.

BREAK STAGE: Set a rest period between stages from every 1, 2, 3, 4, 5, 6, 7, 8, 9 or 10 stages or no breaks (OFF).

MUSIC ORDER: When MUSIC ORDER is set to ON, the Endless Mode will play songs only from the MUSIC PROGRAM. When MUSIC ORDER is set to OFF, Endless Mode will play all songs.

MUSIC PROGRAM: Specify which songs you want to play in the Endless Mode. A DUALSHOCK®2 analog controller is recommended for setting up a music program. Follow these directions to set your own program:

1) The left side of the screen is for SINGLE and the right side is for DOUBLE.

2) You can select BEGINNER, LIGHT, STANDARD, HEAVY or CHALLENGE for each song.

3) Use the directional buttons to move the cursor and highlight the songs.

4) Yellow Circle: Songs selected to play in Endless Mode for each play style and difficulty setting.

5) Black Circle: Songs not selected to play in Endless Mode for each play style and difficulty setting.

6) Blank: Song does not offer that difficulty setting.

7) Quickly page up or page down with the L2/R2 buttons.

8) Highlight all songs in a vertical row with the L1 button. Check/Uncheck all songs in a vertical row with L1 + ⊗.

9) Highlight all songs in a horizontal row with the R1 button. Check/Uncheck all songs in a horizontal row with R1 + ⊗.

10) Toggle all songs checked/unchecked with the ◎.

11) Check/Uncheck a specific song with the ⊗ button.

12) When finished making all selections and adjustments, press the △ button to return to the previous menu.

13) Select PLAY to begin playing your music program.

DANCING TIPS AND BEGINNERS GUIDE

Follow these special tips to become a pro player.

- You are not penalized for hitting incorrect dance steps. You are only penalized for not hitting the correct dance steps. Use this technique to your advantage by positioning yourself in advance to perform complex dance patterns.

- Avoid returning to the center while playing. Learn to move around the entire Dance Dance Revolution™ Controller and utilize both feet when possible.

- To execute certain dance patterns, it is sometimes easier to pivot your body and face different directions rather than always looking forward at the screen.

- Practice, practice, practice!! At first you may feel discouraged by failing easy level songs, but eventually you will succeed.

- There are hidden songs and modes that can be unlocked by playing the game. **DDRMAX2™** uses a countdown system for unlocking something new. When this countdown reaches 0, a new song or mode is unlocked. You can influence how fast the countdown reaches 0 by the number of songs played, reaching high scores, good player performance and earning high letter grades. The unlock screen will appear at the conclusion of each game. Pay attention to this screen and INFORMATION to see if any new songs have been unlocked. In addition, NONSTOP MODE courses may give you a sneak-peek at hidden songs before they are unlocked.

- Don't forget the Beginner difficulty, Lesson Mode and Training Mode. These are key to learning how to play and mastering difficult songs.

- Remember to use difficulty modifiers, such as LITTLE or SHUFFLE, so that songs at higher difficulties become easier to learn or more fun to play. Also, if you are having difficulty with freeze arrows, turn off the FREEZE ARROW difficulty modifier.

- If you have trouble passing certain songs, remember that you can create your own dance steps for every song in EDIT MODE. This will allow you to enjoy every song in **DDRMAX2™**. Over time you can learn how to pass the original version of the song.

- Remember to play **DANCE DANCE REVOLUTION™** in the arcades to gain experience in playing both versions of the game. You can also learn valuable dance tips and advice from other **DANCE DANCE REVOLUTION™** players.

- In some cases, increasing the speed of the arrows will make certain songs easier to play and improve your timing skills.

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"In The Navy 99"
Music+Lyrics: Henri Belolo/Victor Edward Willis/Jacques Morali
Published by Scorpio Music/Leosong
Produced by Udo Niebergall & Eric Sneo for Beatdisaster Records GmbH

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Credits for the song and the video
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Music: Rolando Schilling & Christian Schilling
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Synthesizers, Guitars, Drums / Percussion Programming and Digital Editing by: Christian Schilling / Rolando Schilling
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Artist : Silvertear
"Writers : Erik Vanspauwen, Jonas Steur, Roaland Tijskens"
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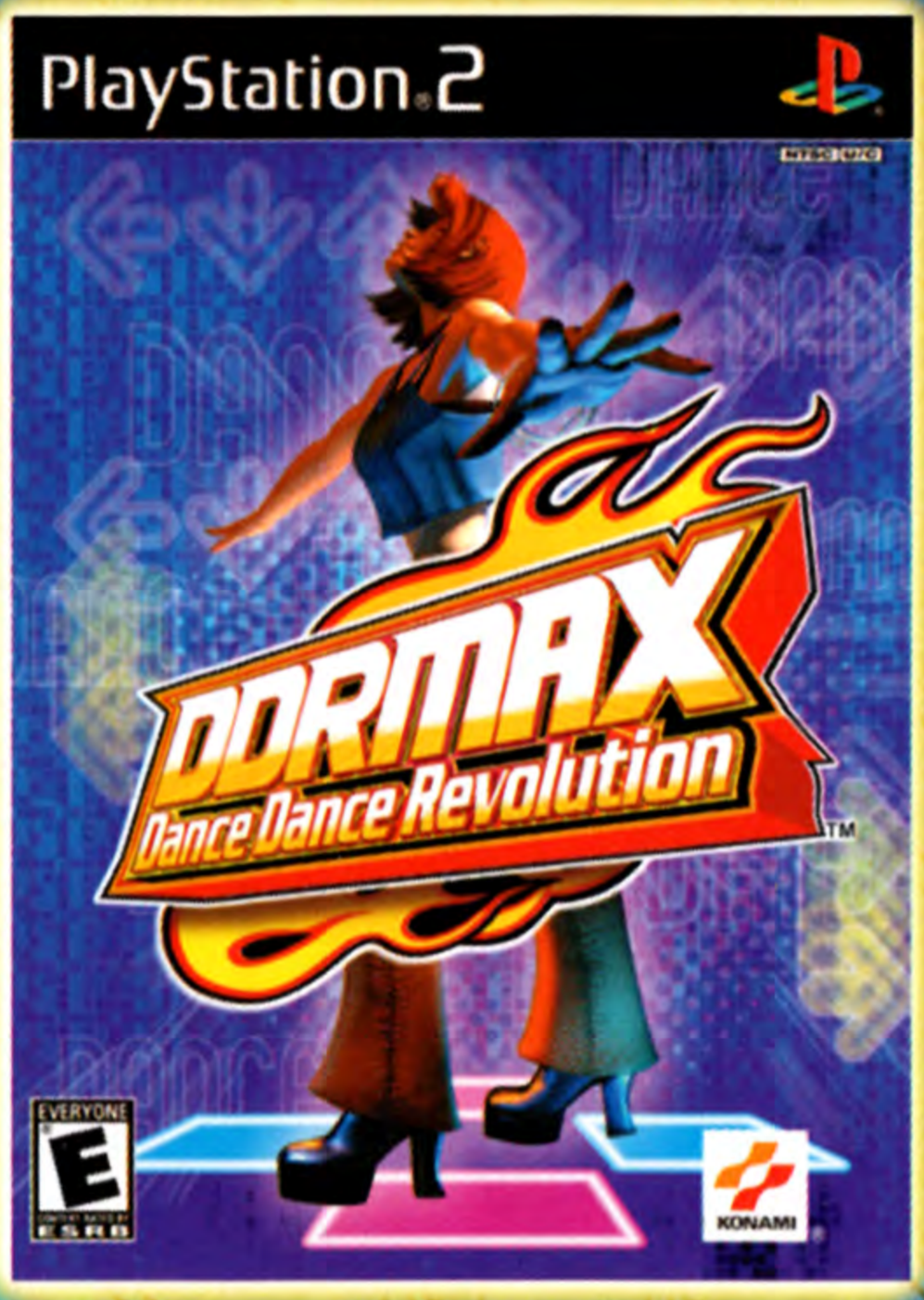

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